SNS-AFJE-USA

INSTRUCTIONAL BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Thank you for selecting the Kirby's Dream Land™3 Game Pak for the Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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Kirby, our hero, makes his home in Dream Land, which is located on PopStar. PopStar is a small, peaceful planet at the edge of a vast universe.

One day, Kirby and Gooey went fishing. Birds were singing. The sun was shining. It was such a nice day that they felt more like napping than fishing.

As Kirby and Gooey relaxed, they noticed a black, cloud-like object appear in the PopStar sky!

The black object started to spit out small clouds. These clouds were scattered everywhere.

Just then, Coo appeared, looking panicked. "Hurry, Kirby!" he said. "PopStar's in BIG trouble!"

The small clouds took control of King Dedede and his minions. They started to do terrible things!



Now, Kirby and his friends have left to get rid of these strange clouds and save PopStar!

# KIRBY

Hi, I'm Kirby!
PopStar is in BIG trouble.
Gooey and I are going to get
to the bottom of this.
Wish us luck!

To operate Kirby,
use Controller 1.



# GOOEY

Gooey is Kirby's good friend.
While he's made from the
same stuff as Dark Matter,
he doesn't have an evil
spirit.

Operate Gooey with Controller 2
or let him go on his own!

# CONTROLLING KIRBY

**START**
Pause

**SELECT**
Release ability

**Walk**

**Dash**
(tap twice & hold)

**Duck**

**Drop down**

**Inhale and copy**

**Enter a door**

**Y Button**

**Inhale**

**Attack**
There are many attacks available
(see page 14 for more info).

**X Button**

**Grab a friend/Release friend**

UNITED!

**A Button**

**Inhale and copy**

**Call Gooey**

**B Button**

**Jump**

**Press B Button repeatedly to fly**

**Slide**
+ B

## CONTROLLING GOOEY

Gooey is Kirby's friend. Either Controller 2 or the computer can operate him.

### CAUTION!

**When I am called to appear, Kirby's health is slightly reduced. When Kirby inhales me, his health is increased.**

**A Press the A Button to make Gooey appear!**

**If you want to remove Gooey from your adventure. . .**

1. Kirby can inhale and swallow Gooey.
2. Press A Button repeatedly on Controller 1 (when one player is playing).
3. Press A Button repeatedly on Controller 2 (when two players are playing).

### In a one-player game. . .

**If Player 1 presses the A Button, CP Gooey will appear. CP Gooey is controlled by the computer.**

### But in a two-player game. . .

**If Player 2 presses the A Button, Gooey will appear. Gooey can join the game any time.**

### Controlling Gooey

**Gooey has the same moves as Kirby. The A Button has the following additional functions:**

**Get rid of Gooey!**
(Press A Button repeatedly)

**Space Jump**
If Gooey's left alone for awhile, he'll jump to Kirby's location.

### Q Hey, where'd Gooey go?

**A Kirby may have inhaled him. Quick, spit him out!**

Sometimes the best offense is a good defense!

## ATTACK!

**Remember two things, Copy and Unite. Combining these two will pump you up! Depending on the combination, though, you may be powered-down.**

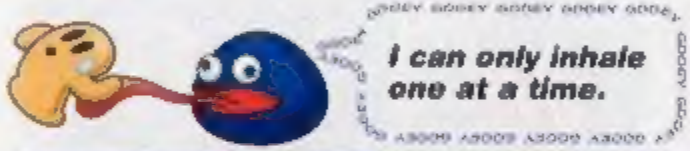
### Attack Chart

## Attack Rule No. 1 - Basic Attack

### On the ground. . .

1. Press the Y Button to inhale.
2. Press the Y Button to spit out.

When Kirby spits out an enemy or block, it will appear as a star. Make sure to aim the star at an enemy! If Kirby inhales more than two enemies or objects at the same time, they become a powerful piercing bullet!




### In the air. . .

Kirby can spit out an air bullet by pressing the Y Button. It's not as powerful as a star.

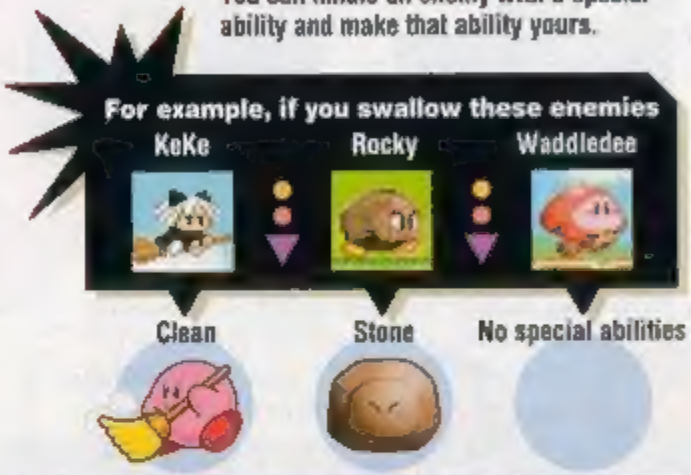
### Under water

Kirby spits out a water bullet by pressing the Y Button, but it's not as powerful as a star.

## Attack Rule No. 2 - Steal enemy abilities. Copy eight different abilities!

### Copying abilities

You can inhale an enemy with a special ability and make that ability yours.




### How to Copy

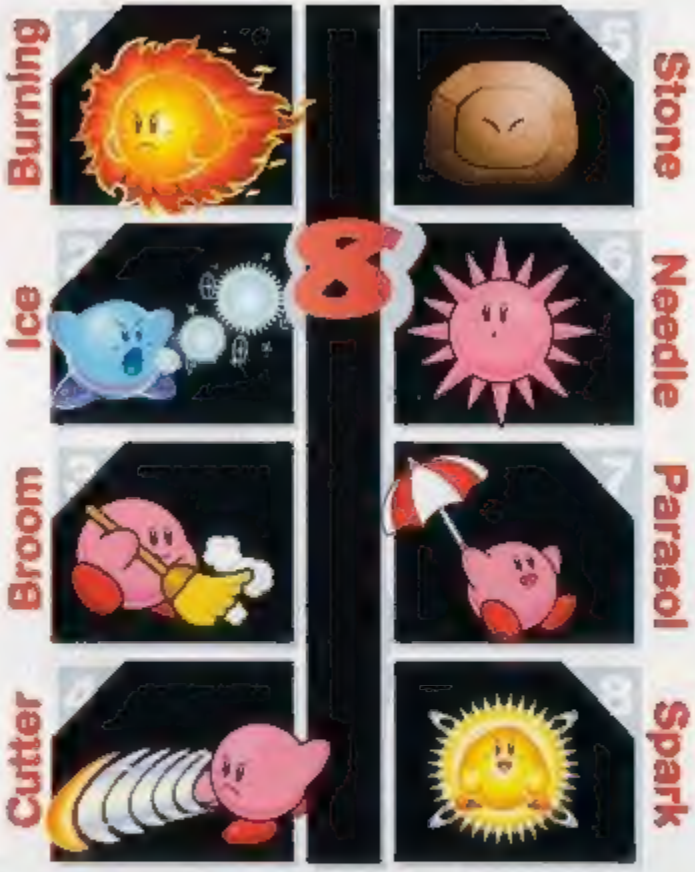
1. Inhale an enemy (press the Y Button).

2. Swallow it ( ▼ on the + Control Pad or the A Button).

3. Copy complete

To use a copied ability, press the Y Button. To release it, press SELECT. The copied ability will stay with Kirby when he goes to the next level.






**If Kirby takes too much damage, or if you press SELECT, Kirby will lose the copied ability. Swallow the star that appears to recover the ability.**

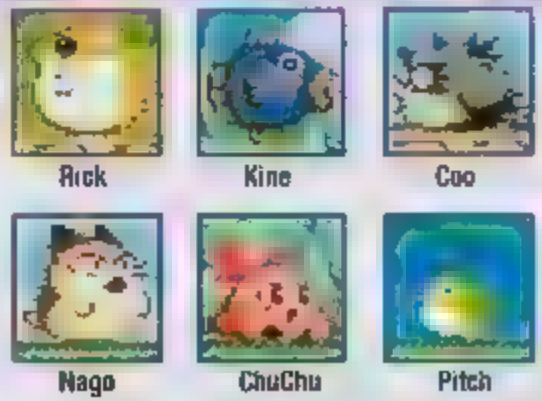
## Attack Rule No. 3 - Never underestimate the power of a friend!

Press the X Button when Kirby is near a friend to unite them. Keep in mind that you can only unite with one friend. Kirby and Gooey cannot unite at the same time.

### How to Unite/Release

Anytime, anywhere, press the Button to unite or release a friend. The united friend will stay with Kirby when he goes on to the next level.

### We'll travel with you!




## KIRBY'S FRIENDS

**Select a friend who fits the situation. Remember these three?**

### RICK

On the ground, Rick's the best.
He won't slide on ice!
Hop on Rick and get cruisin'!

### KINE

Under water, Kine can get the job done. Strong currents are no problem! Kine's a great swimmer.

### COO

In the air, it's Coo to the rescue.
Storms and strong winds are a piece of cake!
Coo can fly like an eagle.

## Which friend should I pick?

To help Kirby, friends are standing by in many locations. If Kirby is hit while uniting with a friend, his friend will have to return to the stand-by location.

## KIRBY'S NEW FRIENDS

### NAGO

I can perform a triple jump
Hop on me!

### CHUCHU

I can stick to ceilings!
I can also fly, but not very well.

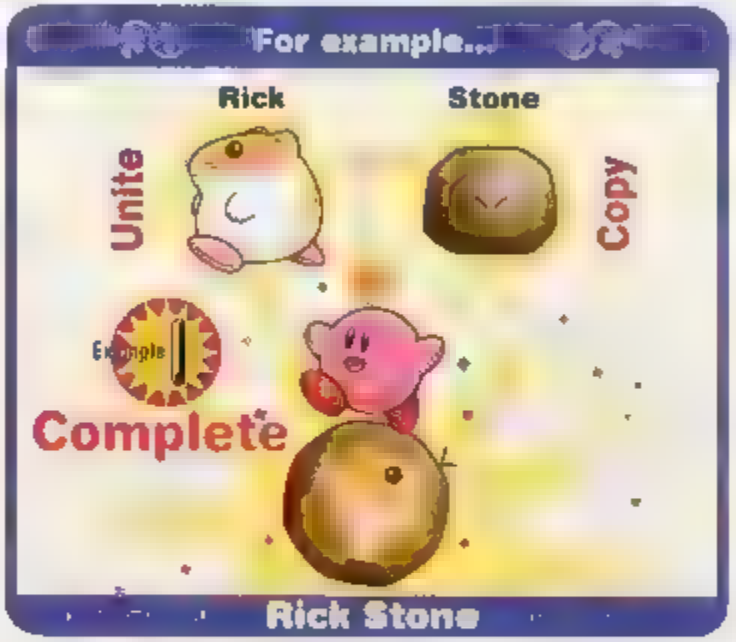
### PITCH

Don't forget me!
I can make some copied abilities better!

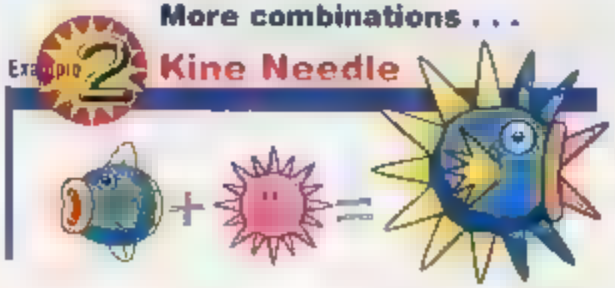
## Attack Rule No. 4 - Which Kirby is the best?

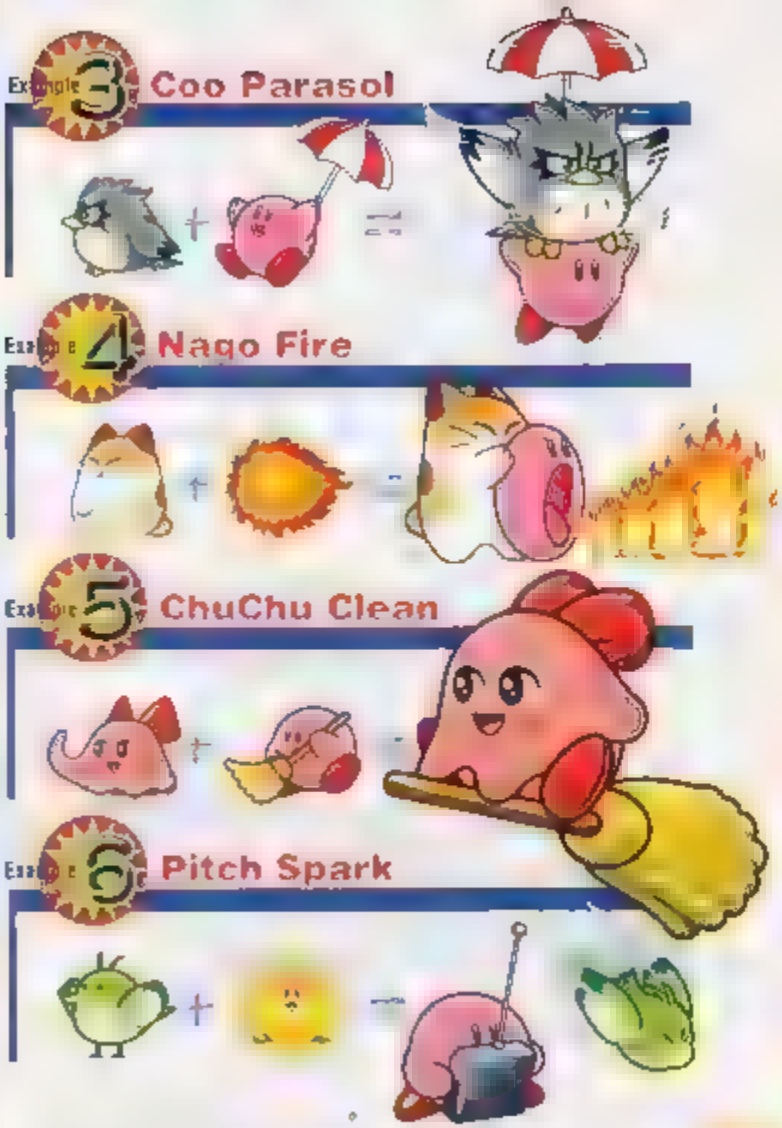
**Unite + Copy = ???**

After uniting with a friend, Kirby can perform powerful attacks if he has a copied ability. Some copied abilities may be useless.




More combinations . . .



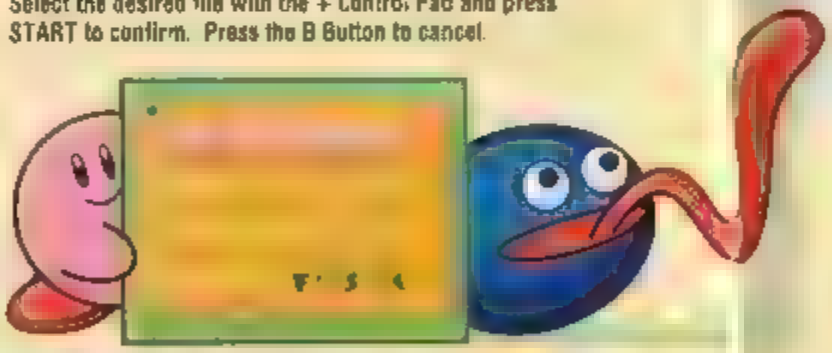

**There are many other combinations; in fact, there are a total of 48 See how many you can make!**

# GETTING STARTED

Correctly insert the Kirby's Dream Land 3 Game Pak into your Super Nintendo Entertainment System and move the POWER switch to the ON position. When the Title screen appears, press START and the File Select screen will appear.

## File Select Screen

Your adventure will be saved to one of three selected files. Select the desired file with the + Control Pad and press START to confirm. Press the B Button to cancel.



## To Erase a File

When ERASE is selected, a bomb will appear. Move the bomb icon with the + Control Pad to the desired file, then press the A or Y Button to erase. Press the B Button to cancel.

# LET'S GO!

Press START to begin the game.

GOOD LUCK!

## Sound Select

At first, you'll only be allowed to change game music from mono to stereo. As you progress, more options will be available to you.

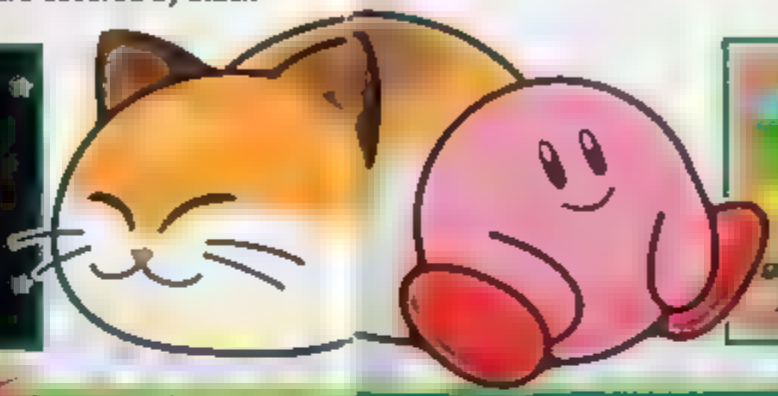
What other options? Find out for yourself!

## World Map

To select a level, move Kirby with the + Control Pad, then press START to confirm. At the beginning, you can only go to Level 1. Later, you can go back to levels you've finished. The levels you can't go to are covered by black shadows.

## Level Map

Each level consists of six stages. When you finish a stage and defeat a boss, a Warp Star will appear. Hop on the Warp Star to go to the next level.

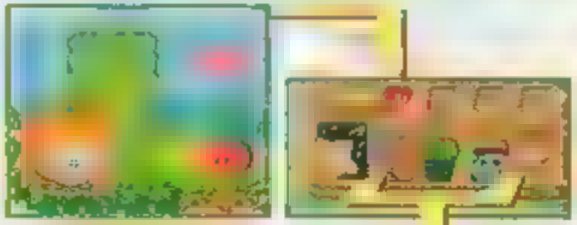


VERY IMPORTANT!

## Collect Heart Stars!

A boss will appear in the last stage of every level. The boss is controlled by a sinister force. To break the spell, you'll need to collect a Heart Star from every level.

### Collect Heart Stars and...



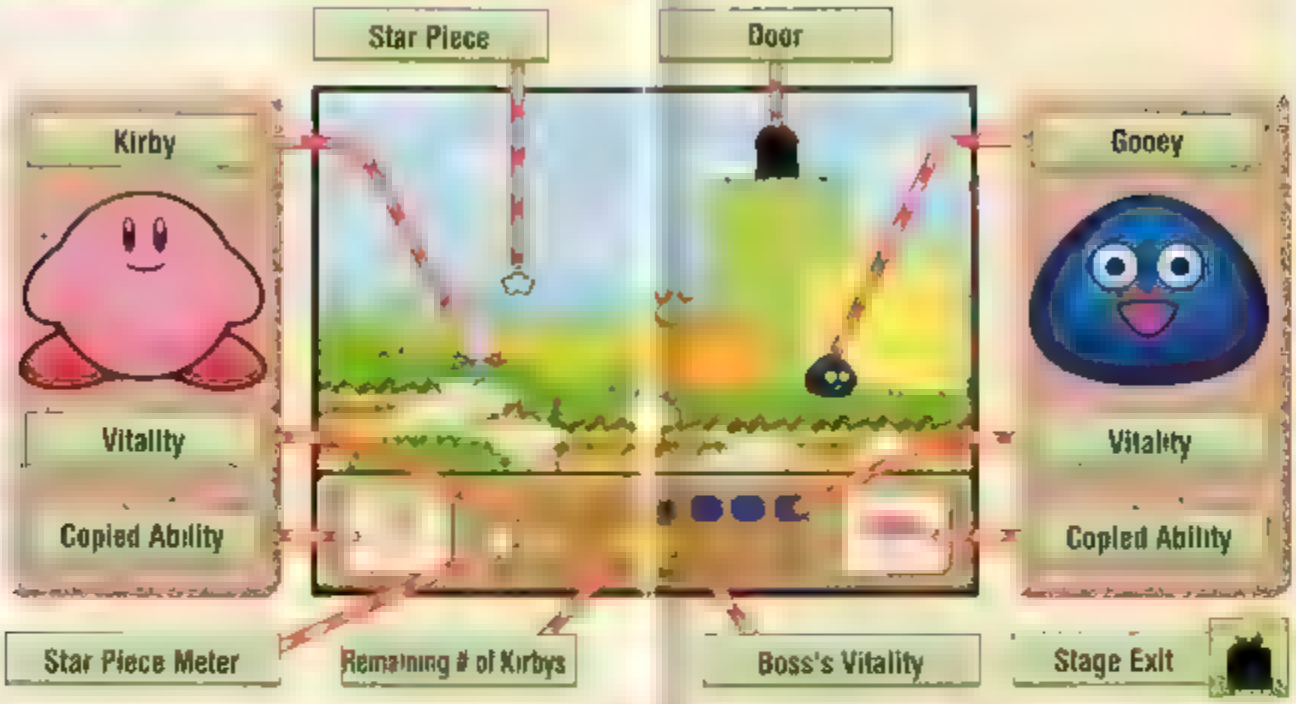

### Heart Stars...

Sometimes you may get a Heart Star if you save someone in trouble. Listen to the hint sound for help.

### ChuChu can help!

Your objective will vary from stage to stage, but it will be one of three things:

1. Do something with a flower
2. Do something with a friend and/or ability
3. Do something secret.




### Vitality
Every time you take damage, your vitality will be reduced. When it becomes zero, you will lose one Kirby.

### Remaining # of Kirbys
Increase the number of remaining Kirbys by collecting 1-UPs and Star Pieces.

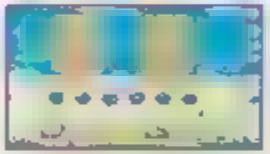
### Boss's Vitality
Keep a close eye on the boss's vitality when fighting.

### Current Ability
If you have an ability, the corresponding icon will appear

### Star Piece
These appear during Kirby's adventure
Collect 30 star pieces to receive an extra Kirby.

**Kirby will come across several mini-games during his journey.**

Watch carefully and see which Gordo was thrown.



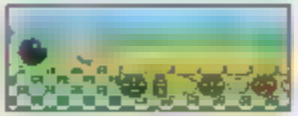
Try to find out which pot the eel is hiding in.

See if you can guess how many same-faced Gordos appear.

Guess how many Gordos of the same color there are

Find out which Gordo makes the same sound as the frying pan.

At the end of a stage, you'll have the chance to grab a helpful item. Press the B Button to jump. If you jump just right, you may get something useful!

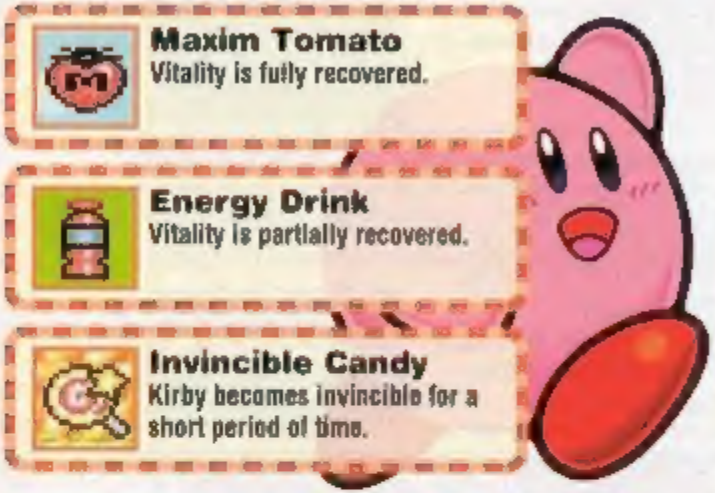


If Gooey is playing, he can also jump.

Near ⟷ Far

# Grab the items!

In several places, you'll find useful items falling from the sky. Don't miss them!



**Maxim Tomato**
Vitality is fully recovered.

**Energy Drink**
Vitality is partially recovered.

**Invincible Candy**
Kirby becomes invincible for a short period of time.

**Maxim Tomato and Invincible Candy also work on Gooey.**

**1 UP**
Remaining number of Kirbys will increase by one. If Gooey gets a 1-Up, Kirby will receive an extra life.

**Star Piece**
Collect 30 star pieces to receive a 1-Up. They could be hiding anywhere!

**Warp Star**
Use it to travel between levels.



# Game over!

Don't give up! You're the only hope!

- When Kirby's vitality reaches zero, the number of remaining Kirbys will be reduced by one. When Kirby runs out of lives, the game will be over.

On the Game Over screen, press the A Button to return to the Title screen.

Gooey can keep playing as long as Kirby is alive.

**Don't forget that Kirby's vitality is cut in half every time you call Gooey.**

# LEVELS

**In this adventure, there are mountains, valleys, clouds and snow.**

## Level 1 - Grass Land

**Boss: WhispyWoods**
In the wild nature of Grass Land, master the basic operations of the game while taking in the scenery.

## Level 2 - Ripple Field

**Boss: Akro the Whale**
A small island floating on a large ocean. Kirby's not the best swimmer, but don't give up!

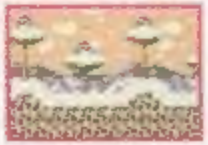
## Level 3 - Sand Canyon

**Boss: Raccoon & Fox**
This is one big sand box! Don't faint from the heat!

## Level 4 - Cloudy Park

You'll find caves and castles made of clouds. Watch out for the strong winds!

## Level 5 - Iceberg



Brrr...it's cold! Don't give up. You're almost to the end!



# Tricks of the Trade

Try sliding ▼ + B in narrow spots.

On the File Select screen, % tells you how much of the game you've completed.

Some enemies cannot be inhaled.

Don't get caught in the wall or you'll be flattened!

Be careful where you fall. Some places are safe, while others are not.

If you get hit, you'll be invincible for a brief period of time. Use it to your advantage!

When the game is over, press START to go to the Continue screen. Select CONTINUE or GAME OVER and press START.

To reset the game (without losing saved data), press START, SELECT, and the L and R Buttons at the same time.

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REV - B

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REV - I

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